

BATMAN™

THE CAPED CRUSADER

This is an 'arcade adventure' game with action overtones. The game consists of two 'plots' revolving around Batman's deadliest enemies — The Penguin and The Joker. Each plot is played in a similar fashion — though the various locations and problems encountered will vary. The stories so far...

THE PENGUIN PLOT — "A BIRD IN THE HAND"

The Penguin, having been released from jail, decides to set up an umbrella production factory, near his Gotham City mansion, but, of course old habits die hard and this is but a cover up for his ingenious plan to take over the world using an army of robotic penguins!

As 'Batman' can you close down the hidden master control computer and stop this evil conspiracy?

THE JOKER PLOT — "A FETE WORSE THAN DEATH"

Robin has mysteriously disappeared — the only clue found is a single 'playing card' the sign of the infamous 'Joker'! Batman's arch enemy has returned. On close examination the Batcomputer reveals a secret message hidden on the flip side of the card.

"Robin heads for a fate worse than death, the fuse is lit — so don't waste time, follow your nose and remember, there's no place like home! Boom! Boom! Can you uncover the mystery, save Robin and defeat the Joker? Time is running out.

GAMEPLAY

The presentation on screen simulates a comic strip with Gotham City and all its characters appearing in 'multiple overlaid panels'. Any text (i.e. clues, descriptions, etc) is displayed in caption boxes in the appropriate 'frame'.

The player, as the 'Batman', has complete freedom to move around and interact with the numerous locations, solving puzzles en route. The game is over only when the adventure is complete or Batman has insufficient energy to continue.

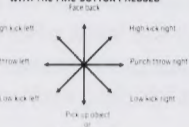
THE CONTROLS

The player can make Batman perform a large variety of moves...

WITHOUT THE FIRE-BUTTON PRESSED



WITH THE FIRE-BUTTON PRESSED



THE UTILITY SCREEN

By 'pulling down' and pressing 'fire' Batman will enter the utility screen.

This displays all the objects you have 'picked up' and also the control 'icons' which are used to manipulate them.

Note — various aspects of the game's displays and sound effects may also be changed at this point to suit the requirements of the player.

Batman's energy status bars and the 'plot completion percentage' are also displayed on this screen.

Game percentage

Objects carried

Control icons

Bat-cursor

Energy status bars

EXAMPLE — UTILISING AN OBJECT

By moving the 'Bat-cursor' onto the object and pressing 'fire', then selecting the 'utilise' icon in the same manner, that object will be used.

- i.e. Food eaten (energy increased)
- Key opens locked door
- Dart is thrown

HINTS AND TIPS

1. Don't eat too much too soon.
2. Some objects do more damage than good!
3. Keep ducking, to avoid bullets.
4. Never judge a book by it's cover (Joker's plot)

BATMAN THE CAPED CRUSADER

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CAREFULLY THE INSTRUCTIONS FOR LOADING.

If for any reason you have difficulty in running the program and believe that the product is defective, please return it direct to: Mr Yates, Ocean Software Limited, 6 Central Street, Manchester M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

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CREDITS

SPECTRUM

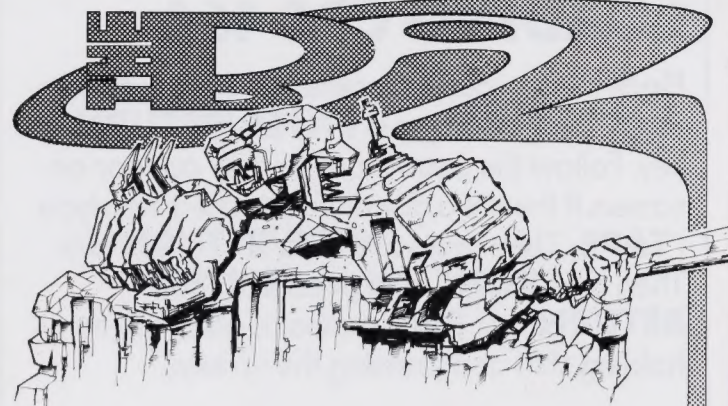
Graphics by Chas Davies
Design and Programming by Jonathan Smith
Produced by D C Ward and P J Finnegan
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AMSTRAD

Programmed by Jimmy Bagley
Graphics by the Davies Family
Game Design by Jonathan Smith
Produced by D C Ward and P J Finnegan
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COMMODORE 64

Programmed by Rebekah Timman
Graphics by Karen Davies
Game design by Jonathan Smith
Produced by D C Ward and P J Finnegan
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SPECTRUM COMMODORE AMSTRAD



R-TYPE™

A desperate battle is being fought out in the limitless and unknown dimensions of space which have been contaminated and corrupted by an evil power. The evil power is the Bydo Empire, which is determined to subjugate the world. It is inhabited by weird creatures, whose very sight inspires fear. But Mankind is fighting back, and sends you into battle in an incredibly sophisticated plane, the R-9 fighter. Behind the control panel of this fantastic fighting machine, you are Mankind's only defence against the enemy.

MULTI-LOAD INSTRUCTIONS

R-Type is a multi-load game. Each level will be loaded as you complete the previous one. This means that to enjoy continuous play you MUST keep your R-Type cassette in your data cassette player, or your R-Type disk in your disk drive, at all times during a session with the game. On screen prompts will appear when you complete a level, telling you what to do next.

When loading cassette versions of the game you will be prompted to turn over the tape, rewind fully and load the next level.

GENERAL INSTRUCTIONS

The movements of the R9 fighter are controlled by standard up, down, and left and right keys or by joystick. The weapons are controlled by the fire button; holding down fire will build up the strength of firepower until the button or key is released.

Weapons are increased or modified by shooting one of the enemy craft which reveals jewels. Collecting a jewel is rewarded by the addition of one of the following weapons:

REFLECTION LASER
ANTI AIRCRAFT LASER
GROUND LASER
HOMING MISSILES
EXTRA SPEED
SHIELD ORBS

The first jewel collected also releases a special weapon, the Force, which can be attached to the front or rear of the R9 fighter, sent ahead to clear a path, or behind as a rearguard. The Force is equipped with its own lasers. A key will be used to release this weapon, whether keyboard or joystick, control has been selected.

At the start of each new game of R-Type five credits are given. While credits are still available the player may continue a game from the level attained in the previous game by pressing the selected fire button or key during an on-screen countdown.

KEYBOARD CONTROLS

The program will detect use of Sinclair or Kempston type joysticks automatically when the fire button is pressed to start a game. By pressing the ENTER key the player can redefine the keys. This information is also fully documented through on-screen prompts.

The game may be paused by pressing CAPSHIFT and 1 simultaneously, and restarted by pressing CAPSHIFT and 2.

When joystick control is selected the SPACE bar is used to detach the Force.

FOR COMMODORE OWNERS

Control is by joystick in port 2 or the following keys:

A - UP
Z - DOWN
O - LEFT
P - RIGHT
K - FIRE

The space bar is used to detach and retrieve the Force.

SHIFT LOCK - PAUSE
F7 - MUSIC ON/OFF

R-TYPE
COMMODORE 64 OWNERS

Please note the following amendments to the instructions:-

- The game control is only available via the joystick in port 2. The keyboard controls are not available.
- Pause = F7
- Shift Lock and Music on/off options are not available.



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OPERATION WOLF

Central control to Lone Wolf . . . parachute into hostile territory . . . locate enemy concentration camp . . . release captives interned there . . . repeat . . . Operation Wolf; an exciting new concept in computer games, in which the enemy shoot at you from the screen. Gun in hand, you must traverse hostile terrain, seeking your fellow countrymen being held prisoner in a concentration camp.

Make your way through jungle filled with hostile soldiers, destroy any enemy installations and free all townships you encounter, with no food, no water, no chopper cover, not nearly enough ammo and no idea if you are going to make it back . . . volunteers only!!

AMSTRAD CONTROLS

Keyboard is redefinable and joystick can be set up using the define keys option.

Normal keys are:

Q — UP
A — DOWN
O — LEFT
P — RIGHT
SPACE — FIRE
G — Grenades

COMMODORE CONTROLS

OPTIONS :

Joystick or Neos mouse in Port 2.

Selection made during loading process following on screen instructions.

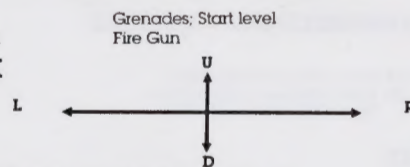
1 Player only.

(No Keyboard option)

MOUSE

Left Fire Button
Right Fire Button

JOYSTICK



SPECTRUM CONTROLS

Keyboard redefinable. Also accepts Sinclair Cursor and Kempston Joysticks.

Normal Keys are:-

K — UP
M — DOWN
Z — LEFT
X — RIGHT
L — FIRE
G — GRENADE

GAMEPLAY

Operation Wolf comprises six levels of lethal arcade action, each increasing in difficulty as you progress. You are armed with a sub-machine gun with limited ammunition and a small number of grenades. Extra ammunition and grenades can be collected by shooting at them when they appear on the screen.

Animals, if shot, will sometimes drop these items, however under no circumstances should you shoot any innocent civilians. You must protect the hostages on levels five and six from any harm in order to ensure their safe escape.

Your energy level is shown on the right hand side of the screen and this will decrease if you are shot by a solitary soldier, (substantially if you are shot by a vehicle or you accidentally kill a civilian or hostage).

As you complete each level, a small amount of your energy is replenished and when you have just a few units left, the display will flash.

To complete a level you must shoot and destroy the relevant number of soldiers, tanks, helicopters etc as displayed on the bottom of the screen. This will probably be the most dangerous mission you have ever undertaken. Be alert, be strong and above all be careful!

STATUS AND SCORING

Status panel shows score, number of bullet magazines left, number of bullets per magazine, number of grenades and damage level. Also shown on each level is the number of baddies which need to be eliminated in order to

complete level and number of hostages rescued. Points awarded for disposing of baddies vary depending on type. Points also awarded for completing level. When damage level is full player is dead. There is one 'continue' option. Player's damage is increased if he shoots a civilian.

SURVIVAL SUMMARY

Magazines — Shooting this gives one extra magazine of ammunition.
Grenades — Shooting this gives one extra rocket bomb, up to a max. of 5.
F—ON A BULLET — Shooting this gives an increased rate of fire for one magazine.
P—ON A BOTTLE — Shooting this improves your physical condition.

Enemy missile fire can be shot down before it hits you. Vehicles can be destroyed by bullets, but they must be hit several times.

HINTS & TIPS

- ★ Don't fire constantly, save bullets.
- ★ Keep grenades for large groups of enemies and vehicles.
- ★ Shoot enemies which inflict most damage first.

COMMODORE

Coding by Colin Porch
Graphics by Steve Wahid
Music and sound effects by Jonathan Dunn
Produced by David Ward
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SPECTRUM AMSTRAD

Coding by Andrew Deakin.
Graphics By Ivan Horn.
Music and sound effects By Jonathan Dunn.
Produced by D. C. Ward.
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LOADING CPC 464

Place the rewind cassette in the deck, type **RUN** and then press **ENTER/RETURN** key. Follow the instructions as they appear on screen. If there is a disk drive attached then type **| TAPE**. Then press **ENTER/RETURN** key. Then type **RUN** and press **ENTER/RETURN** key. (The **|** symbol is obtained by holding shift and pressing the **@** key.)

CPC 664 and 128

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewind tape in the cassette recorder and type **| TAPE**. Then press **ENTER/RETURN** key. Then type **RUN** and press **ENTER/RETURN** key, follow the instructions as they appear on screen.

LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all leads are connected. Press the **SHIFT** key and the **RUN/STOP** simultaneously. Follow the screen instruction — **PRESS the PLAY ON TAPE**. This program will then load automatically. For C128 loading type **GO 64 (RETURN)**, then follow C64 instruction. Follow the instructions as they appear on screen. Ensure that all peripherals are removed. N.B. If there is more than one title on either side of the cassette always stop the tape when the first game has loaded. To load subsequent games reset the machine and follow previous loading instructions. It is advisable to ensure that the tape counter is set to zero at the start of the tape so that the position of the games can be noted for future use.

DISK

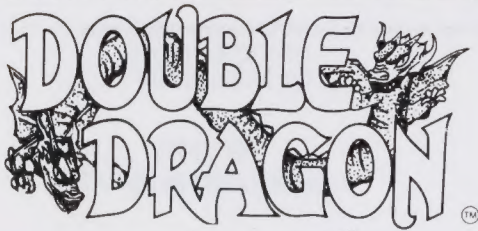
Select 64 mode. Turn on the disk drive, insert the program into the drive with the label facing upwards type **LOAD""**, **8,1 (RETURN)**, the introductory screen will appear and the program will then load automatically. Follow the instructions as they appear on screen.

LOADING

1. Place the cassette in your recorder ensuring that it is fully rewound.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or Spectrum + then load as follows. Type **LOAD"" (ENTER)**. (Note there is no space between the two quotes). The **"** is obtained by pressing the **SYMBOL SHIFT** and **P** keys simultaneously.
4. Press **PLAY** on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.
5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.
6. If there is more than one title on either side of the cassette always stop the tape when the first game has loaded. To load subsequent games reset the machine and follow previous loading instructions.

CONTROL NOTE

If there is no Sinclair option, select redefine keyboard option and when prompted move joystick in appropriate direction. Make sure the keyboard is always selected.

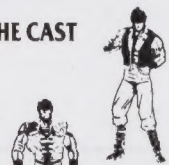


THE STORY SO FAR . . .

Double Dragon is the story of two twin brothers, Billy and Jimmy Lee, facing the odds together in a city where survival has to be learned the hard way. Their knowledge of the martial arts, combined with the experience of tough urban existence, has made them both formidable fighting machines, ready for any challenge that comes their way.

But now the brothers are faced with their greatest challenge ever. Billy's girl Marian has been kidnapped by the Black Warriors, a savage and ruthless street gang led by the mysterious Shadow Boss. Using skills gained from a lifetime on the streets, and whatever weapons come to hand—including knives, whips, baseball bats, rocks, and even oil-drums—Billy and Jimmy must pursue the gang through the sprawling slums, factories and outskirts of the city, to reach the thugs' hideout for a final confrontation with the infamous Shadow Boss!

THE CAST



BILLY LEE: Height 5'10". Weight 165 lbs. Billy began his Kung Fu training at the age of 12 and became a Kung Fu Sosaiken Master at 20.



JIMMY LEE: Height 5'10". Weight 170 lbs. Billy's twin brother and also a master in the martial arts.



LOPAR: Height 5'8". Weight 175 lbs. Packs a nasty right and left punch, and gets a kick out of hurling oil-drums around.



ABOBO: Height 6'3". Weight 167 lbs. The Middle Boss, Abobo likes to slap people about.



WILLIAMS: Height 5'8". Weight 167 lbs. Has perfected a strong jump-kick, and is very handy with a knife or baseball bat.



LINDA: Height 5'4". Weight 114 lbs. Watch out for her swift right and left punches. She also cracks a mean whip.



CHINTAI: Height 5'6". Weight 152 lbs. A Karate Master. Enough said . . .



WILLY: Height 6'. Weight 205 lbs. The Big Boss, Willy is armed with a machine gun and, needless to say, won't hesitate to use it.

YOUR WEAPONS

As you hunt through the urban decay of the city you will find boxes, rocks, oil-drums, knives, baseball bats and whips. All can be picked up (by moving near a weapon and pressing **Fire**) and used in fights (by pressing **Fire** when a weapon is held).

The action in Double Dragon takes place in 5 different scenarios: the City Slum, the Industrial Area, the Forest, and outside and inside the Boss's Hideout.

ATTACKING THE ENEMY

You have a vast range of fighting skills at your disposal. Individual attacking moves are detailed below:

LEFT OR RIGHT PUNCH — press **Fire** to punch your opponent in the direction you are facing.

KICK — move joystick to the right and press **Fire** to kick forward. If you can get very close to your opponent, you can turn the kick into a **HAIR GRAB KICK**. And you can turn a hair grab kick into a **SHOULDER THROW** by reversing joystick and pressing **Fire**.

HEAD-BUTT — move joystick down and press **Fire** to head-butt your opponent.

JUMP-KICK FORWARD — move joystick in south-east direction and press **Fire**.

WHIRLWIND KICK — move joystick in south-west direction and press **Fire** to turn and kick.

ELBOW BACKWARD — move joystick to the left and press **Fire** to elbow an opponent behind you.

JUMP BACKWARD — move the joystick up and left and press **Fire**.

JUMP UP — move the joystick up and press **Fire**.

JUMP FORWARD — move the joystick up and right and press **Fire**.

LOADING INSTRUCTIONS — SPECTRUM

DISK: Insert disk and press **ENTER**
CASSETTE: Type **LOAD ""** and press **ENTER**.

CONTROLS

Joystick or Keyboard

KEYBOARD CONTROLS

Player one: M-fire Q-up R-down O-left P-right

Player two: I-fire 2-up 4-left 5-right

To move diagonally use the appropriate combination of keys
keyboard is redefinable.



LOADING INSTRUCTIONS — AMSTRAD

CASSETTE: 464: Press **CTRL** and small **ENTER**.
6128: Type **| TAPE** and press **RETURN**.
Press **CTRL** and small **ENTER**.

CONTROLS

CASSETTE: Player one: Joystick
Player two: Keyboard
Q / UP A / DOWN O / LEFT P / RIGHT
SPACE / FIRE
ESC / QUIT GAME
DEL / PAUSE GAME
R / REDEFINE KEYS

COMMODORE 64

LOADING INSTRUCTIONS — C64

DISK: Type **LOAD ""**, **8,1** and **ENTER**.

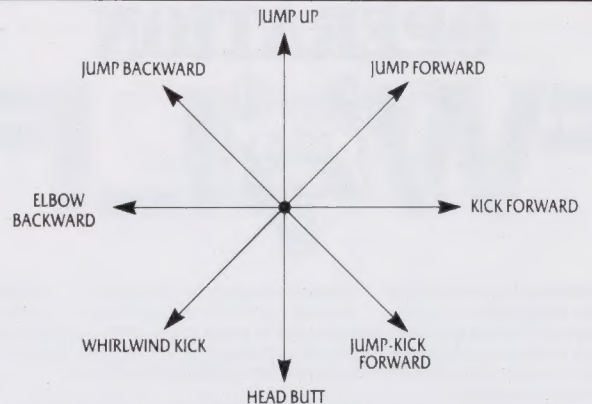
CASSETTE: Hold down **SHIFT** key and press **RUN/STOP**.

CONTROLS

Joystick only. Two players require two joysticks. Player one uses Port 2. Push 1 or 2 on the intro screen to select one or two players.

SUMMARY OF FIRE-PLUS-DIRECTIONAL CONTROLS

The following diagram applies if facing right. Reverse if facing left:



GENERAL MOVEMENT AND DEFENSIVE MOVES

With the **Fire** button not pressed, the joystick gives 8 standard directions of movement. To jump up, jump back, or jump forwards, move the joystick up, north-west or north-east respectively, with the **Fire** button pressed.

PLAYING THE GAME

Double Dragon uses every last bit of the C64's memory and capabilities to bring to your screen as close an approach to the original as possible on the machine. The action takes place across all the scenes straight out of the Arcade machine in all their faithfully reproduced colorful glory!

At the bottom of the screen are shown two sectional bar displays, with a number next to them. These are the 'lives left' information for the two players. As the bar runs down, a life ebbs away. Once all the lives are gone, you're history!

In the center is displayed the time left to complete the level you're playing. **If the count goes down to zero, you lose a life.** Tough huh? No loitering.

Just as in the Arcade, you clear a level to progress deeper into Gang territory. A victory tune announces completion and you move onto the next stage. If you succeed in winning through all five stages . . . a surprise awaits you.

Have a nice day!